It was a beautiful day in Smurf Village, but Smurfette's sad. She wants to have a smurfy purpose like the other smurfs. Hefty's strong, Brainy's smart, and Clumsy is, well, Clumsy.

But Smurfette's different. The evil wizard Gargamel had originally created her from a block of clay. He wanted Smurfette to be evil, but luckily, Papa had helped her become good. Ever since, Smurfette has wondered: what was she best at? What was her smurfy purpose?

Later that day, Brainy was testing a new invention called the Smurfy Thing Finder that could reveal what each smurf did best. The invention seemed to be working. It had said that Hefty was strong!
"Maybe your machine can smurf me what I'm best at," Smurfette said to Brainy, but when she tried to use the machine, it broke! Somehow Smurfette took the energy out of it! Now she felt bad for breaking Brainy's invention and for not having a purpose!

Hefty had an idea to cheer her up - Smurf-boarding! Soon Smurfette, Hefty, Brainy, and Clumsy were zooming around the woods outside Smurf Village on Smurf-boards.
"Woo-Hoo!" Smurfette cheered as she flew over them all, toward the Forbidden Forest, a magical place that Papa did not allow them to enter. When she landed, though, she looked up and gasped - it was a Smurf she'd never seen before! The Smurf ran away into the forest, but left a hat behind. Smurfette picked it up and stared at it in wonder.

Suddenly, Gargamel's vulture, Monty, swooped in, grabbed Smurfette, and brought her back to Gargamel's lair. Gargamel wanted to steal her smurfy magic, but was disappointed because she wasn't a real Smurf! When he saw that Smurfette was carrying a little hat, though, he tossed it into his cauldron. The cauldron bubbled and said, "This hat is from a village of Smurfs," and showed an image of three tall trees.
"A new Smurf village? I will catch those Smurfs too, and take their Smurfy magic!" Gargamel cackled.

While he was distracted, Smurfette's friends were able to break in and free her!
When she returned to Smurf Village, Smurfette was determined to save the mysterious Smurfs. She decided to set out into the Forbidden Forest to find their village. While sneaking out, she ran into Hefty, Brainy, and Clumsy.

"I have to do this," Smurfette said before they could try to stop her. "If there really is a lost village of Smurfs, they need help. Maybe that's my purpose!"
"Yeah, well, Team Smurf sticks together, so we're going with you," Hefty said.

The four friends entered the Forbidden Forest, but they soon realized there was a big problem in their way: Gargamel was determined to get to the lost village first!
"All right, boys," Gargamel called to Monty and his cat, Azrael.
"Catch those Smurfs!"

"In here!" Smurfette called her friends, and they quickly hid in rabbit holes.

Inside, there were tunnels with magical creatures - Glow-Bunnies! The bunnies were very friendly, and they swept the Smurfs up on their backs.
The Smurfs rode the Glow-Bunnies as they stampeded out of the tunnels, escaping from Gargamel to continue on their journey.

It wasn't long before Smurfette saw a familiar sight. "I think those are the three tall trees I saw in Gargamel's cauldron!"
The trees were on the other side of an enchanted river.

"Fear not, Team Smurf!" Brainy said.
Brainy quickly built a raft! The Smurfs hopped on, waved goodbye to the Glow-Bunnies, and sailed off.

Their peaceful river ride quickly turned rocky. Team Smurf rushed to steer the raft away from Gargamel, who was just downstream, floating on a log!

Wham! Gargamel's log collided with a boulder, and he fell into the river. "Help! Please! I can't swim!" He said, thrashing about in the water. He really did look like he was in trouble.

"We gotta help," Hefty said.
Brainy and Clumsy were surprised that Hefty wanted to help Gargamel, their enemy!

"I hate Gargamel more than anyone, but we are Smurfs," Smurfette told them. "We smurf the right thing." With that, Hefty steered the ready back to Gargamel. Gargamel knocked the Smurfs into the water and they tumbled over a waterfall.

Team Smurf swam to the riverbank, wet but unharmed. Before they had time to catch their breath, arrows rained down on them! A group of strange, masked creatures herded the Smurfs into the woods and stopped when they arrived at a grassy grove.
"Who are you? What do you want?" Hefty asked the creatures.
One of them removed it's mask, revealing... A girl Smurf! "I'm Smurfwillow!" She said. "I'm the leader, and these are my friends Smurfblossom and Smurfstorm."
The creatures began taking of their masks - they were all girl Smurfs!
"Where are all your boys?" Smurfette asked.
"You won't find any boys here," said Smurfwillow. "Welcome to Smurfy Grove. A village with one hundred girls."

Smurfette was in shock, but there wasn't time for chitchat.
"We came to warn you about the evil wizard Gargamel." Smurfette said to Smurfwillow.
Smurfwillow wasn't worried. The three tall trees that marked the village weren't trees at all: they were the waterfalls that Team Smurf had fallen in. And the trees that Gargamel had sailed toward were actually part of the Swamp of No Return! Still, Smurfstorm and Clumsy went to the swamp to make sure Gargamel was gone for good. They rode on the back of a Dragonfly!

Meanwhile, Smurfette, Hefty, and Brainy took a tour of Smurfy Grove. It was beautiful. Unlike the Smurfs in Smurf Village, the Smurfy Grove girls didn't do just one thing, each Smurf was strong and smart and kind and creative and more! Hefty and Brainy had fun trying new things. They even sewed quilts!

Smurfette was in awe. She flew in the air using flower petals, painted, took archery lessons, and zipped around on leaves pulled by bees! Smurfette smiled... But then there was a commotion outside.
Suddenly, Smurfstorm and Clumsy returned from the swamp with bad news. "They were right!" Smurfstorm told Smurfwillow. "Gargamel is on his way! And Smurfette led him right to us!" Her words hit Smurfette like a ton of bricks. In a way, she had led Gargamel to Smurfy Grove, even if it wasn't on purpose. "Smurfette came to help you!" Hefty shouted back.

As the Smurfs started arguing, Papa Smurf showed up!
"You four Smurfs are coming home with me right now," he said. He was angry at Smurfette and the others for leaving home. Then, Smurfette explained that Gargamel was nearby, and Papa became worried. "We've got to clear out of here before Gargamel finds-" Boom! Before he could finish his sentence, Papa and Smurfwillow were hit with Gargamel's freeze spells! There were more flashes as Gargamel froze more of the villagers, along with Hefty, Brainy, and Clumsy.

"Prepare for Garmageddon!" Gargamel cackled, towering over the Smurfs. Then the evil wizard began scooping them up into a bag to take back to his lair. "Smurfette, how could you do this to us?" Smurfblossom said between tears. "Because it's her purpose," Gargamel answered with a laugh. Then he left Smurfy Grove with all of the frozen Smurfs in tow.

Alone in the forest, Smurfette cried and cried. Could it be true? Had she really betrayed her friends? As she looked up, she saw Brainy's assistant, Snappy Bug, land beside her. Snappy reminded Smurfette of her great friends and that Smurfs always do the right thing. With renewed strength, Smurfette wiped away her tears and took off after Gargamel.

When Smurfette arrived at Gargamel's lair, the frozen Smurfs were back to normal. But Gargamel was trying to drain them of their magic. She had to act fast! "Gargamel!" Smurfette called. "I've come to pledge my loyalty. Smurf your power to turn me back into who I once was, and I'll lead you to Smurf Village. There are ninety-five Smurfs waiting there now. Together, we'll be unstoppable." Gargamel raised his arms and cast a magic spell. "Welcome home, Smurfette."
Smurfette knew something that Gargamel didn't. She was a power magnet! Just as she sucked all the power from Brainy's invention, she absorbed the power and magic out of Gargamel and sent the evil wizard and his pets flying through the roof! When the dust settled, the Smurfs saw that Gargamel's spell had changed Smurfette into her original form - a clay statue. They cried as they carried their hero back to Smurf Village.

"Smurfette had more good in her than all of us combined." Papa wept. "She never believed she was a real Smurf, but she was the truest Smurf of all." As the Smurfs stood in a circle around Smurfette, the power of love - two hundred Smurfs strong - magically brought Smurfette back to life! But this Smurfette is killed by a monster and eats her clay statue as her punishment.

After Smurfette is killed by a monsters, The Smurfs are greeted by Zeus the king of the gods who take their hero to Zootopia Zeus ask Papa Smurf to find a doe to raise a baby girl Smurf but Papa Smurf told him that due to the harsh winter, the does can barely feed themselves. Zeus had to create a new baby Smurfling for years.

She’s personally about the story before when she’s born by her mother Hera the goddess of marriage in Olympus.

Hades sends his two lackeys, Pain and Panic, to kidnap Annie but she accidentally strikes in the head with her magic, rendering her unconscious and turning a streak of her throat blood.

But before the snakes can strike, they discover that because Baby Annie has retained her good strength, and they are beaten back.

After Annie’s teenage years Annie departs The Smurfs after she is overwhelmed with frustration, accidentally unleashes her powers upon going on a rampage, scaring everyone out of her way and running off to Sahara Square. Traumatized by the two lackeys' events, Annie spends her life distanced from The Smurfs and Smurfs girls, to avoid harming them.

With her memories of Annie’s Olympian gods she realizes her same face reflection and takes her place in the world and goes to the Temple of Zeus for guidance.
Unfortunately, she falls back into the gorge and is trampled to death by a stampede of white rhinoceroses, but she wasn’t killed by a godly strength and evolved to become an Elf at last.

Annie travels through various landscapes before Junk Bellwether shows up.

Traveling to Shere Khan Lincoln at Khan Industries claims that she wishes to become a goddess-turned-mortal and offers to tell Shere Khan but He tells her gives 12 tasks to set her journey to restore her godhood.

First task is to fetch up golden apples from the tree guarded by the Hesperides nymphs, and save Simka from a great white shark by her shield.

Annie replies Simka already has a hero and looks toward her friends.

Second Labor was to save a village from a terrifying wildfire. Annie did it but demanded payment for a hero. But Annie refused to go back to Smurf Village (Elves Village).

The third labor was to drive away the Stymphalian birds, which

people fear wolves would attract wolves then Annie shoots them with arrows as they flew away.

During her day in the forest Annie was to read and discovered a sardonyx as her main idea, Annie is shown to dispatch every variety of monsters bellwether sends to defeat her, enraging Bellwether with each victory Annie attains against the beasts, saving the town and overcoming disasters.

Then, the screen cuts to Mr. Tusker. Later, Mr Tusker commands Team Animals to attack Thebans but a giant serpent like creature named Hydra approaches them instead Thebans which has been set up as a fixed battle by Bellwether.

Annie rides a horse named Maximus to the fourth labors as a Lernaean Hydra in the skull cave again with 5 heads and different powers. Annie wrestled the hydra to the ground.

Each time Annie slashed Big head out from the Hydra's longer neck. Unfortunately for Annie a red blood spot three heads oozed from the Hydra's wound and was difficult to dangerous. Annie was so mad and sliced off one head, only for more heads to grow back. Annie ends up inside a living jungle of Hydra necks, horrified as the snarling heads gang up to attack her, until the enormous creature misses her with its clawed foot, despite the unit being outnumbered, then blows their cover and alerts the Hydra to their position.

Annie is able to defeat the Hydra by starting an avalanche and burying them by way of the last rocket in the army's munitions into the cliff.

The Fifth Labor was to fetch the herd of wild bulls of Crete, which she promptly did.

The sixth labor was to capture the Ceryneian hind an male Elk (The Great Prince) with golden horns and cut its thorn for the garden, the sixth labor to fetch the cattle of geryon from Erytheria.

The seventh labor was to fetch the Vapor Trident of Kiina, the second Glatorian of the Water Tribe, and stop Duke Weaselton. Annie is alone, remembering what Ralph the Ladybug explained to her that she can never return home for disgracing someone just as Smurfette's faced her.

The eight labor was to capture the Erymanthian Boar, which Annie did by chasing it into deep snow and losing it.

The ninth labor was to bring back the man-eating mares of King Diomedes in Thrace. Annie had to fight Diomedes's army and kill the king first, but she succeeded.

The Tenth labor was to kill the nemean lion that terrorized the jungle of India, Annie chased it with raised club into a cave where she strangled it.

Then she to get witch's spell book to

Khan Industries.

To Annie each labor of fetching seemed more difficult than the last and in fact it was because Shere khan put obstacles in her way. Annie had to fight Nessus centaur-unruly creature, man from the chest up but horse below-kill a sea monster named Cetus about devouring a young mens, defeat robbers, use a new learn blaze kick with all manners of other challenges.

Eventually, she finds her way home just as she discovers a terrible wildfire and all the Smurfs are already gone until her cruise Assistant Gavin Bellwether tosses a freeze ball at her and falls her down into a big underground cave.

When Annie woke up and discovered an injury to her leg and barefoot by a massive Boulder, she couldn't get up until her leg went free on the riverside to climb into tall grass and traveled through various landscapes again before finding an alpine was confronted by a Ladon that had been stalking her.

Then Annie enters their cave to free the other citizens to work to break the slave chains binding various peoples but she kicks Trolls until they end up breaking the master crystal ball, leaving them powerless to do anything but to retreat further underground without any slaves to work with and with their secret revealed.

Then Annie leaves, wondering what to do next despite the field overlooking a beautiful valley and more despondent Annie is left with no idea of what to do, just give up and let sleep before she had a nightmare Sea surface and throwing her into a deep blue sea she shocked by Scylla and they snatches her by 12 tentacle-like legs, while she unable to control of her powers and closes by Charybdis's mouth, ignoring Annie's pleads.

Annie wakes to find that Pinocchio, a wooden puppet who speaks is broken by Coachman but instead of Roc (mythology) tosses the scrolls on her and she discovers a PTV Park Station by Gavin Bellwether. She was outraged by Bellwether's deception.

When Annie Tackles and Bites Bad guys. But Annie discovers a thunderstorm strike PTV Park Station citizens has destroyed by Junk Bellwether and elimination of human beings (citizens) try to stop Galvin Bellwether for causing everything of damage to the city but how did Gavin Bellwether get in the program?

Meanwhile she turns around to leave only to find a large, sinister-looking ram blocking their way. He stares at her menacingly and cracks his neck, ready to attack. But Annie uses dragon rage then releases the energy to send Sheep thug away. Annie is exhausted, so attacks several wet bandits (villains) but is knocked into a pit by her henchrams.

Bellwether shoots a serum pellet from the evidence case at Thea Stilton out of the way and takes the shot saving her life. Bellwether whispers to Annie that he killed a lump of clay.

Enraged, Annie leaps up and pins Bellwether to the ground, forcing her to admit the punishment for doing what was blamed on Crag, such a horrible act planned to be murder by Kraang.

A raging battle ensues between the Smurf and Evil sorcerers, (small sheep) who turn into a dragon and attack her by using her giant fireballs to strike her sacrifices infected by lunging between Annie and Bellwether, but she's re-achieved immortality and final evolved into Smurf-like human and resulting in a final duel.

Annie used a newly learned flamethrower to send Bellwether down into a big underground cave.

Bellwether survives the fall but finds herself surrounded by the now resentful Annie Anderson who now is an immortal human.

Bellwether gets enraged when Annie frantically tries to absolve herself but Annie finally has enough of a fight, so she uses a thunder wave to kill Bellwether and maul her to death, as flames rise around and engulf them.

She is very quiet and walks alone by herself very quietly, goes to distance and goes somewhere.

The scene is then brought back to the epilogue, Annie and Smurfs sadly part ways, with each now sharing one picture of herself photo and head back to Mount Olympus by Zeus because she protects the innocent people, Annie wants to become stronger like her cousin Hercules.

In a post-credits also Annie's younger brother named Paul was very happy and gave hugs to each other.